



ORCS

EVIL

Morax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(20)	5	3	-	4	2	3	20	-/15	[175]
Crushing Strength (1), Wild Charge (D3) Keywords: Berserker, Orc									

Longax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	4	-	5	2	4	30	20/22	[255]
Crushing Strength (1), Phalanx Keywords: Orc									

Greatax

Heavy Infantry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Horde(40)	5	3	-	4	2	4	25	21/23	[250]
Crushing Strength (2) Keywords: Orc									
Horde(40)	5	3	-	4	2	4	25	21/23	[250]
Crushing Strength (2) Keywords: Orc									

Gore Riders

Cavalry

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(10)	8	3	-	5	3	3	16	13/15	190
Sir Jesse's Boots of Striding									
									15
									[205]
Crushing Strength (1), Thunderous Charge (1) Keywords: Orc									

Orclings*

Swarm

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Regiment(3)	5	5	-	3	1	1	12	10/12	[60]
Keywords: Orcling									
Regiment(3)	5	5	-	3	1	1	12	10/12	[60]
Keywords: Orcling									

Fight Wagons*

Chariot

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
Legion(6)	7	3	-	5	3	4	30	-/20	285
Brew of Strength									
									40
									[325]
Crushing Strength (1) Keywords: Orc									

War Drum

Monster

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	5	4	-	4	2	1	3	-/11	[80]
Crushing Strength (1), Rallying (2 - Orc only) Keywords: Orc, Shrine									

War Drum

Monster (Cht)

Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts
1	8	4	-	4	3	1	3	-/11	80
Mount on a War Wagon, increasing Speed to 8, gaining Nimble and changing to Monster (Cht - Height: 3). This upgrade may not be taken in addition to Dread upgrade.									
									30
									[110]
Crushing Strength (1), Rallying (2 - Orc only), Nimble Keywords: Orc, Shrine									

Krudger										Hero (Hv Inf)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	3	-	5	2	0	5	12/14	95	
Lute of Insatiable Darkness Gakamak's Bloody Banner [1] - Aura (Wild Charge (+1) - Heavy Infantry only). This upgrade cannot be taken in addition to a Gore Mount.									25	
Crushing Strength (2), Individual, Inspiring, Mighty, Aura (Wild Charge (+1) - Heavy Infantry only) Keywords: Orc									10	
									[130]	
Krudger on Winged Slasher										Hero (Ttn)
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	10	3	-	5	6	1	10	17/19	[285]	
Crushing Strength (3), Fly, Fury, Inspiring, Nimble Keywords: Draconic, Orc										
Godspeaker										Hero (Hv Inf) Spellcaster: 1
Unit Size	Sp	Me	Ra	De	H	US	At	Ne	Pts	
1	5	4	-	4	2	0	1	10/12	70	
Shroud of the Saint Replace Fireball (7) with Bane Chant (2) Heal (2)									30	
Crushing Strength (1), Individual, Tribal Magic Spells: Bane Chant (2), Heal (2) Keywords: Orc									0	
									15	
									[115]	

Total Unit Strength: 27

Total Units: 13

Total Core: 2300 (100%)



SPECIAL RULES AND SPELLS:

Aura	(x) refers to another special rule that the Aura grants to units around it. This unit and all Friendly Core units while within 6" of it have the (x) special rule. Note an Aura may have a further qualifier, in which case the Aura will only grant the special rule to the unit with that name or keyword in addition to the unit with the Aura itself.
Bane Chant	Spell: Range 12", Friendly, CC - If one or more hits are scored, for the rest of the turn the unit gains <i>Crushing Strength</i> (+1). This effect only applies once - multiple castings on the same target have no additional effect.
Brew of Strength	The unit gains the <i>Crushing Strength</i> (+1) special rule.
Crushing Strength	All hits caused by Melee attacks from this unit have a +(n) modifier when rolling to damage.
Fly	The unit can move over anything and may pivot while above anything, as long as the flying unit's entire move ends clear of any units or Blocking Terrain. The unit does not suffer Hindered charges for moving over Difficult Terrain or Obstacles, unless it ends the move within or touching them. While Disordered, this unit cannot use the <i>Fly</i> special rule. In addition, if a unit with <i>Fly</i> also has the <i>Nimble</i> special rule, then the <i>Nimble</i> special rule is also lost while the unit is Disordered.
Fury	While Wavering, this unit may still declare a Counter Charge.
Heal	Spell: 12", Friendly, Self, CC - For each hit, the target unit regains a point of damage that it previously suffered.
Individual	See page 34 (page 30 in gamers edition)
Inspiring	If this unit, or any Friendly Core unit within 6" of this unit, suffers a Rout result, the opponent must re-roll that Nerve test. The second result stands. Note that a unit may also have a qualifier for its <i>Inspiring</i> rule. In this case, the unit will only Inspire itself and the unit(s) specified.
Lute of Insatiable Darkness	The unit gains the Bane Change (2) spell.
Mighty	Individuals with the <i>Mighty</i> special rule are no longer Yielding.
Nimble	The unit can make a single extra pivot of up to 90 degrees around its centre while executing any Movement order, including a Charge. It cannot make this extra pivot when ordered to Halt.
Phalanx	Units that Charge this unit's front cannot use the <i>Thunderous Charge</i> special rule. In addition, Cavalry, Large Cavalry and units with the <i>Fly</i> special rule that make an unhindered Charge against this unit's front suffer a -1 to hit modifier in the subsequent Melee.
Rallying	Friendly Core units within 6" of this unit have +n to their Wavering and Rout Nerve values. This is cumulative to a maximum total of +2 if multiple units with <i>Rallying</i> are in range. Only the Rout value of a Fearless unit is affected by <i>Rallying</i> .
Shroud of the Saint	The unit gains the Heal (3) spell, or if the unit already has a Heal spell, its value is increased by 3.
Sir Jesse's Boots of Striding	Once per game, this unit gains the <i>Strider</i> special rule until the end of the Turn.
Thunderous Charge	All Melee hits inflicted by this unit have a +(n) modifier when rolling to damage. This bonus is in addition to the unit's <i>Crushing Strength</i> (if any). However, the unit loses this bonus when Disordered and reduces this bonus by one when Hindered (to a minimum of zero).
Tribal Magic	For each Friendly Core Heavy Infantry Regiment, Heavy Infantry Horde or Heavy Infantry Legion within 6", increase the amount of dice rolled with Bane Chant, Drain Life, Fireball, Heal and Hex by 1, to a maximum bonus of +3.

Wild Charge

Models with this special rule may add (n) to their charge range. This is added after Sp is doubled. For instance, a unit with a Sp stat of 4 and *Wild Charge* (2) can Charge units up to 10" away.

In some instances, the (n) value may be a variable die roll (e.g. *Wild Charge* (D3)). In these cases, before issuing a Movement order to this unit, roll a D3. If this unit is then issued a Charge order, it may add the result in inches to its total Charge range.